Figure 13.1 An illustration of namespaces in an object-oriented program.
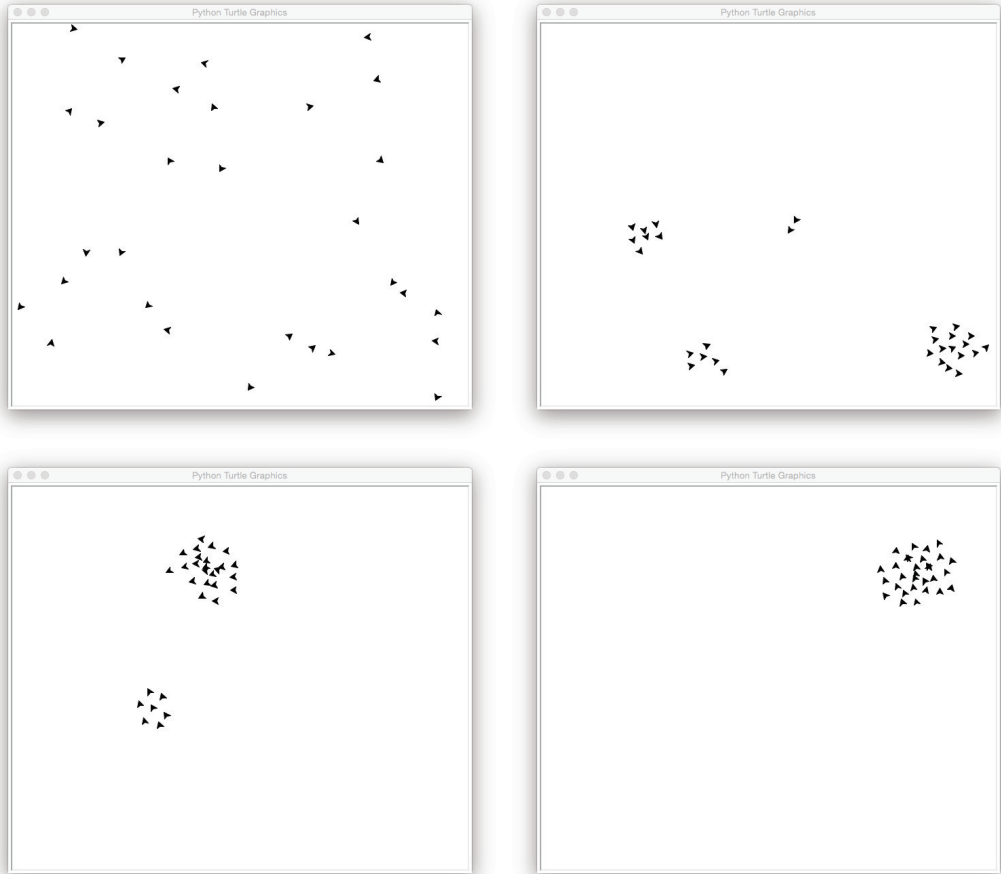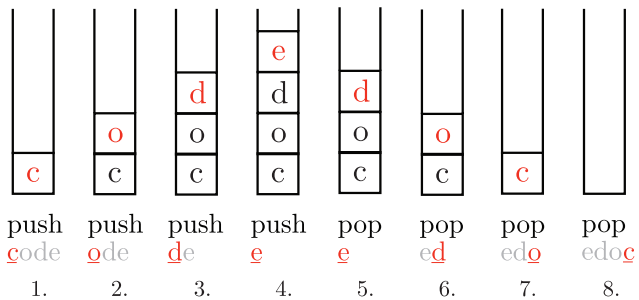
Figure 13.2 A progression of flocking boids.

Figure 13.3 Reversing the string 'code' with a stack.